

Wogan Human Cleric Of Gozreh 6 Neutral

Str:9 -1 Hp: 49 Speed: 30' AP:8
Dex:12 +1 Initiative: +1
Con:13 +1
Int: 10 Fortitude: +7
Wis: 16 +4 Reflex: +4
Chr: 14 +2 Will: +9

AC: 18 = Armor(4)+Shield(1)+Dex(1)+Deflection(2)
Touch AC= 13 Flat-Footed AC= 17

Base Attack Bonus: +4
CMB: 3 = BAB(3)+Str(-1)
CMD: 16 = BAB(3)+Str(-1)+Dex(1)+10+Def(2)

Attacks

Trident: +4 to hit, 1d8 (p), crit x2+Thundering; Thrown: 10' range, +5 to hit
Masterwork Wheellock Pistol: +7 to hit, 2d6 (p), crit x4, range 50'
Pistol as Sap: +3 to hit, 1d6-1 nonlethal (b), crit x2
Wheellock Blunderbuss: +6 to hit, 4d6 (p+b), crit x4, range 20'
Wheellock Short Musket: +6 to hit, 3d6 (p), crit x4, range 100'
Double Barrel Pistol: +7 (+3 both barrels), 2d6 (p), crit x4, range 50'
Icicle: +5 to hit (touch), 1d6+1/2 lvl
Storm Burst: +4 to hit (touch), 1d6+1/2 lvl nonlethal +special

Skills

Diplomacy 6 = Chr(2)+ranks(1)+misc(3)
Heal 11(13) = Wis(3)+ranks(4)+misc(4)+(heal kit(2))
Knowledge(Religion) 7 = Int(0)+ranks(4)+misc(3)
Linguistics 4 = Int(0)+ranks(1)+misc(3)
Perception 5 = Wis(3)+ranks(2)
Profession Fisherman 9 = Wis(3)+ranks(3)+misc(3)
Profession Siege Engineer 9 = Wis(3)+ranks(3)+misc(3)
Sense Motive 7 = Wis(3)+ranks(1)+misc(3)
Spellcraft 6 = Int(0)+ranks(3)+misc(3)
Swim 10 = Str(-1)+ranks(2)+misc(9)

Feats & Traits

Point Blank Shot: +1 to hit and damage within 30'
Exotic Weapon Proficiency (Firearms)
Man from Azlant Trait: Swim as class skill with +1
Caretaker Trait: Heal +1
Precise Shot: No penalty for shooting into melee
Fourth level Stat increase (Int +1)
Weapon Focus (Firearms): +1 to hit with firearms

Spells

Lvl 0: 4, Lvl 1: 3+1(wis)+1domain (DC14), Lvl 2: 3+1(wis)+1domain (DC15),

Lvl 3: 2+1(wis)+1domain (DC16)

Domain Spells

Lvl 1: Water and Weather: Obscuring Mist

Lvl 2: Water and Weather: Fog Cloud

Lvl 3: Water: Water Breathing, Weather: Call Lighting

Special Abilities

Channel Positive Energy: 3d6, 5/day, DC:13

Domain Power: Water: Icicle: 30' range touch attack, 1d6+1/2 lvl, 3+wis/day

Domain Power: Water: Resist Cold (10)

Domain Power: Weather: Storm Burst: 30' range touch attack, 1d6+1/2 lvl nonlethal, -2 to attack rolls for 1 round. 3+wis/day

Equipment

+1 Thundering Trident, +1 Studded Leather, Buckler, 5 fishing hooks, Flask of Rum, Flint and Steel, Belt pouch, 2 sewing needles, Water (rum) skin, Silver holy symbol of Gozreh, Masterwork Wheellock Pistol, Wheellock Blunderbuss, Wheellock Short Musket, 1 sunrod, 40 shots, 3 lbs powder in water resistant horn, Healkit, 3 potion CLW, +2 Ring of Protection, Ring of Swimming, Cloak of Resistance (+1), Stuffed Raven on a Stick, Wand of CLW (8 charges), 2 antitoxin, Wand of Delay Poison (4 charges), 1 Pewter mug, Master of Beast Coffers (grey bag of tricks), Wand of Eagle Splendor (13 charges), Potion of Tongues, Chime of Opening (4 charges), Feather Tokens (none), Quills, ink, and paper, 29 shot of Stinking Gun Powder (15' cone of stinking cloud), 2 gems (100gp each), 2 gold rings (400 gp each), 1 Scroll of Restoration, Periapt of Health, Pearl of Power (1st lvl), Eversmoking Bottle, Cold Weather Gear, Cheap-ass Glass Necklace (surviving storm reward), whip, Lute, Chunk of pretty obsidian, Lacquered water proof scroll case, 20 gp of Azlanti coins

4 platinum pieces, 6339 gold pieces, 147 silver pieces